```cpp
1  #pragma once
2  #include "GameState.h"
3
4  #include "StateMachineExampleGame.h"
5
6  class WinState :
7      public GameState
8  {
9      StateMachineExampleGame* m_pOwner;
10
11 public:
12     WinState(StateMachineExampleGame* pOwner);
13     ~WinState() = default;
14
15     virtual bool Update(bool processInput = true) override;
16     virtual void Draw() override;
17
18 };
19
20
```